CAPTAIN'S MEETING

There will be a captains' meeting held in Early April at the Stonington Human Services Community Room. All captains who plan to have a team in the league should be present or send a representative from their team. Rules, schedule, and registration process will be discussed. The code of conduct and registration forms for all players will be provided at this time.

COVID-19: It will be our priority to keep all of our participants safe by adhering to all current Covid-19 protocols and guidance from the State of CT. A separate Document will outline these protocols.

GENERAL INFO and FEES

All fees are based upon a flat rate –how individual players contribute and pay the flat rate is at each team's discretion. Teams could find a sponsor for the whole amount or they could divide the rate between all the players (Or anything in-between). We are looking for one check for each team's payment! Please be sure to identify all sponsors so we can acknowledge them and give proper PR for their contribution.

ELIGIBILITY

- 1. All players must be 18 years of age or have their high school class graduate during the season. A max of two, 16-18 year olds, are allowed to fill out a roster.
- 2. Players must register online (https://stonington.recdesk.com/) as individuals and sign off on the Waiver and Code of Conduct for the league.
- 3. New players added to the roster during the season must also complete the online registration process before they are able to play in any game.
- 4. If a team uses a non-roster player, the game will be declared an automatic forfeit for that player's team.

SCHEDULE

- 1. Official league games will begin the week of ______
- 2. Games could be scheduled on Mondays & Wednesdays @ 6:00PM, 7:00PM, and/or 8:00PM.
- 3. Each team will be given a 15-minute grace period for the first game of the night from the scheduled start to field a team. After the grace period, the umpires may declare a forfeit.
- 4. Inclement weather: Games will be canceled by 4PM. Captains will be notified by email. Captains, in turn, are responsible to contact their players. You may call Human Services main line at 860-535-5015 if you have any questions about the weather. If the weather or field conditions change after that point, the supervisor or umpires at the field will cancel the game.
- 5. If a game is called due to rain, lightning, light failure, etc., it will be continued at a make-up date reverting back to the last completed inning.
- 6. All games, except those starting late and/or shortened by the mercy rule, will be 7 innings.

RULES

- 1. All games starting on time will be 7 innings. Any game starting after a 10 min window of the originally scheduled start will be 6 innings.
- 2. Lineups must have 4 women playing the field at all times. The batting order must alternate men and women. You can not bat more than 2 men in a row at any point in your lineup.
- 3. You can bat 12, but remember if you have a man as an extra hitter, you must have a woman

as an extra hitter as well.

- 4. Mercy rules. 20 runs after 3 innings, 15 runs after 4 innings, and 10 runs after 5 innings.
- 5. Batters will start with a one and one count with an extra foul allowed for women only.
- 6. Strike Zone. The plate and mat are strikes and the arc of the ball is six to twelve feet.
- 7. Outfield line (175ft from home plate). When the batter is a woman, all outfielders will stand on opposite side of the line as the batter, and all infielders will stay in their infield positions. If a fielder moves inside the line or an infielder moves toward the outfield before the batter hits the ball, dead ball will be called and all runners will advance one base and the batter will still bat.
- 8. Homerun rule. There is a four (4) Over-the-fence homerun limit. Any homeruns hit after four is an out.
- 9. Bats. Women can use all ASA approved bats. Men can ONLY use single wall bats.
- 10. There will be a double base at first. If you are running to first and the ball is hit in the infield the runner must use the orange bag. If the ball is hit in the outfield the runner can use the white bag.
- 11. Roster. This league has an open roster policy. You can add players to your roster as long as they have not played on another team in the league.
- 12. Ejections. If a player is ejected, that player will sit out their next game.
- 13. Courtesy runners. The last recorded out will be the runner. If a man needs a runner than a man or woman can run for him, if a woman needs a runner then only a woman can run for her
- 14. OUTFIELDERS ARE NOT ALLOWED TO THROW OUT THE BATTER AT FIRST BASE.
- 15. Line drives straight up the middle and directly at the pitcher is an automatic out. Ground balls do not count. This is at the discretion of the ump.

EQUIPMENT

- 1. All players must wear matching/same color shirts. A two week grace period will be given at the beginning of the season.
- 2. If shorts are worn, they must be athletic type shorts. No jean or cargo shorts are allowed. If athletic shorts are not worn, the player will not be able to play in the game.
- 3. Bat Rule: All bats on the USSSA or ASA Approved Equipment List are permitted.
- 4. Composite bats will be allowed (but not for men), no double wall or triple wall bats. If a captain knows a bat to be illegal he must notify the umpire immediately. The umpire and/or supervisor will determine if it is illegal or not. The batter will be out and bat removed from the game if it is found to be illegal. See website list in press box for further information.
- 5. Any bat can be reviewed and removed at anytime during a game throughout the season by the league director only. If the bat is thought to be illegal then it will be sent to the bat manufacturer for official testing.
- 6. If a Player withholds a suspected altered bat from inspection or refuses to allow the league director to send the suspected bat to the manufacturer of the bat for a determination as to whether or not the bat is altered, the player in question will be suspended from league play.
- 7. Any player caught using an altered bat will be automatically suspended from league play for duration of time determined by director. If the same team is caught using an altered bat for the second time, the entire team will be suspended for the remainder of the regular season and playoffs.

- 8. After examination of a bat to determine if it is altered, the bat shall be returned to the owner. No suspensions will occur unless the bat is determined to be altered.
- 9. Any player caught using an illegal bat that is not on the USSSA Approved Equipment List will be given a warning and told not to use the bat again. Any player caught using an illegal bat that is not on the USSSA Approved Equipment List for a second time will automatically receive a ten game suspension. Any player caught using an illegal bat that is not on the USSSA Approved Equipment List for a third time will be automatically suspended from league play for one calendar year.
- 10. An Altered Bat is as follow:
- 11. The surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means. The plug/rod has been removed/replaced or changed in any way. The knob removed /replaced or changed in any way
- 12. If anything removed or added to the inside or outside of the bat other that tape at the handle or knob.
- 13. Cracked, worn (paint/lettering wear is not a problem so long as the bat can be identified and has the appropriate BPF marking, but any wearing of the bat material or identifying paint or BPF wear will be cause for removal) or damaged bats are not altered bats, but will also be removed from play umpires. Such cracked, worn or damaged bats will not result in player suspension, unless the player returns the offending bat into play after it has been removed or the bat is also altered.
- 14. The official league ball shall have an optic yellow cover with the threads being either flat seam or concealed stitch type which gives a flat surface. The internal composition of the core and the material of the cover must be clearly printed on the ball. Details on the ball to follow
- 15. Slow Pitch Strike Zone Mat
- 16. Double Safety Bag (White/Orange 1st Base)
- 17. The double safety bag is considered one base. The offense/defense can hit either side.

PLAYER CONDUCT

- 1. There is absolutely no drinking, smoking, or other drug use allowed in recreational areas.
- 2. No participant or coach shall appear in, on, or around a facility at any time under the influence or in possession of drugs or alcohol. This will result in a suspension. They will be asked to leave the area immediately and may include police involvement.
- 3. Any person found drinking in public in the Recreation Complex will be suspended for four games. If this happens a second time they will suspended for the remainder of the season. Any police officer, Human Services staff member, including the Recreation Administrator, or Recreation Commission member can document this incident and enforce this policy, which is reflective of the town ordinance concerning public drinking.
- 4. Any player found drinking during a softball game in the field/dugout area will be suspended immediately for 20 consecutive games and is subject to police action.
- 5. All players are expected to behave and act appropriately. Refusal to leave or any other disorderly conduct will result in the Police being called as well as forfeiture of the game.
- 6. Any excessive profanity, unsportsmanlike, throwing/slamming equipment, or pounding on the dugouts will result in ejection by the umpire. This conduct will not be tolerated and result will in ejection from the game and area. If ejected, the player must sit out his teams next scheduled game.

- 7. Any player(s) that has been ejected from their second game of the season or are a disciplinary problem will be brought before the League Board to determine if further punishment is needed.
- 8. Failure to leave the area and grounds in a timely and courteous fashion will warrant the team's forfeiture of game.
- 9. Physical aggression toward an official, spectator, player, or staff member will result in a forfeiture of a game by one or both teams as well as suspensions and potential police action. This includes laying a hand upon, pushing, shoving, striking, or kicking anyone.
- 10. All trash and debris must be picked up and deposited in trashcans at the conclusion of each game. This is the responsibility of the captains and players.
- 11. No participant or spectator shall damage or deface the facility.
- 12. No participant shall engage in "trash talking" or taunting of any participant, official, staff, or spectator.
- 13. No participant shall refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent.

PENALTIES

- The supervisor, officials, Recreation Administrator and Human Services Director have the right to enforce the rules and regulations of the sport and to assess the penalties and/or suspension described herein.
- 2. Participation in this program is a privilege, which may be denied or suspended for violation of the rules and regulations.
- 3. A player ejected the first time will be suspended for one game and will pay \$25 fine prior to returning. A second ejection will result in a two game suspension and a \$75 fine before returning. A third ejection will result in suspension from the league for the remainder of the season and a \$100 fine prior to playing in any future town recreational activity.
- 4. Any player or spectator found to have engaged in a physical assault/contact of an official, player, or spectator shall be suspended for one year of the date the offence occurred. A second offence will result in additional time. Police action may also occur.
- 5. All penalties deemed to be more serious in nature might cause a review by the Recreation Commission and Human Services Director.